



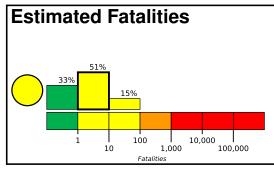


PAGER Version 8

Created: 3 weeks, 2 days after earthquake

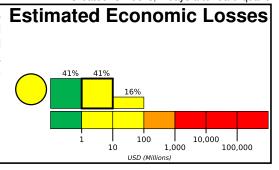
M 5.4, 3 km W of Hope Bay, Jamaica

Origin Time: 2023-10-30 15:57:20 UTC (Mon 10:57:20 local) Location: 18.1934° N 76.6018° W Depth: 10.0 km



Yellow alert for shaking-related fatalities and economic losses. Some casualties and damage are possible and the impact should be relatively localized. Past yellow alerts have required a local or regional level re-

Estimated economic losses are less than 1% of GDP of Jamaica.



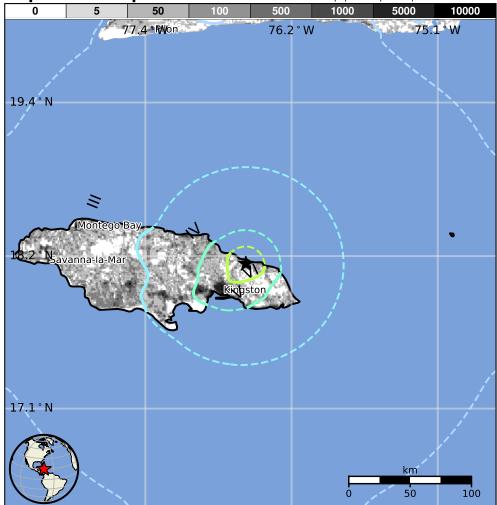
Estimated Population Exposed to Earthquake Shaking

ESTIMATED POPULATION EXPOSURE (k=x1000)		_*	907k	742k	715k	585k	9k	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		I	11-111	IV	V	VI	VII	VIII	IX	X+
PERCEIVE	SHAKING	Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL DAMAGE	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

^{*}Estimated exposure only includes population within the map area.

Population Exposure

population per 1 sq. km from Landscan



Structures

Overall, the population in this region resides in structures that are vulnerable to earthquake shaking, though resistant structures exist. The predominant vulnerable building types are mud wall and adobe block construction.

Historical Earthquakes

Date	Dist.	Mag.	Max	Shaking	
(UTC)	(km)		MMI(#)	Deaths	
1988-05-09	14	4.5	VI(10k)	0	
1993-01-13	15	5.5	VII(2k)	1	
1976-02-19	188	5.9	VII(5k)	1	

Selected City Exposure

from G	eoNames.org	
MMI	City	Population
VII	Buff Bay	3k
VII	Hope Bay	2k
VI	Mona Heights	3k
VI	Half Way Tree	19k
VI	New Kingston	584k
VI	Kingston	938k
٧	Spanish Town	145k
IV	May Pen	45k
IV	Mandeville	47k
Ш	Savanna-la-Mar	17k
Ш	Montego Bay	83k

bold cities appear on map.

(k = x1000)

PAGER content is automatically generated, and only considers losses due to structural damage. Limitations of input data, shaking estimates, and loss models may add uncertainty.